SYSTEM I™

ROAD RUNNER*

The classic cartoon chase is reproduced especially for Atari SYSTEM I

The renowned comic chase theme with which players of all ages can identify.

Graphic quality so realistic players will feel like they are directing their very own Saturday morning cartoon.

Numerous unforgettable stunts and gags from the Road Runner series.

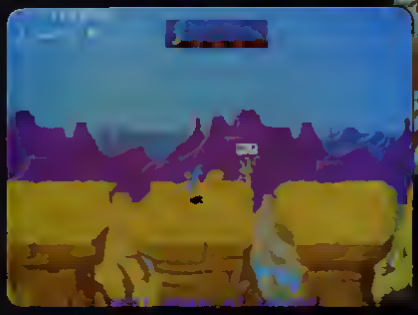
Eight different full-stereo music scores that players will recognize from the Road Runner and other Looney Tunes shows.

ATARI GAMES

SYSTEM I

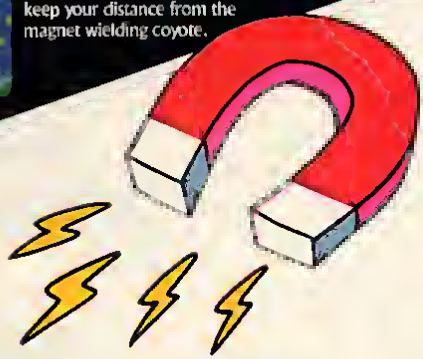
An ultra high performance, highly flexible system from Atari Games. Now featuring Road Runner, the latest in Atari's line of state-of-the-art products.

Manuever on the narrow path and don't let Wile E. Coyote spring on you.



Hop over the crevices to avoid falling to the depths of the Grand Canyon.

If you eat the steel shot it is difficult to keep your distance from the magnet wielding coyote.



Game play with outstanding entertainment value!

The player portrays the Road Runner who must avoid Wile E. Coyote and his tricks while eating seed along the way in order to stay alive.

In later game screens the challenge intensifies; there are trucks to dodge, lemonade to drink, steel shot to eat and invisible paint to use.

A brand new control, the hall-effect joystick, guides both the speed and the direction of movement of the Road Runner. The hall-effect device responds in all directions and positions (not just the standard four or eight), giving the player a full range of speed and movement.

Timing the use of the hop button is critical for the Road Runner to out-maneuver Wile E. Coyote. The player must learn to jump over mines, oil slicks, crevices and steel shot.

The entertainment value of Road Runner is highlighted as the player is encouraged to take risks for a high score by picking up the piles of seed, teasing Wile E. Coyote (allowing him to follow closely), forcing the coyote's plans to backfire, jumping over the mines, eating the steel shot and drinking the lemonade.

Operator Options for maximizing earnings!

The operator can select from four difficulty settings, four different starting life options, four options for maximum number of bonus lives, and eight different options for bonus threshold.

All of the standard, high-level System I self-test and game statistics features are included. Special statistic features for Road Runner include a reading of the number of players who have used the short cut (game continuation feature), the total number of bonus lives awarded for all games and the number of players who have achieved the maximum number of bonus lives allowed.

For operators who would like to utilize prize redemption, Road Runner also features the new System I **Vend-A-Ticket** game option.

Dimensions

(Whole game) Height: 70 in., 178 cm.; Width: 25.25 in., 64 cm.; Depth: 34.5 in., 87 cm.; Weight: 327 lbs., 148 kg.

Road Runner is available in the upright System I configuration and as a game kit which includes attraction panel decal, completely assembled control panel with graphics and a pop-in game board. The Road Runner game kit will convert all other System I games (**Marble Madness, Peter Pack Rat or Indiana Jones and the Temple of Doom**).

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